TY 3 the Tasmanian Tiger™

Night of the Quinkan

EVERYONE 10+

TM

10+

CONTENT RATED BY ESRB

KROME STUDIOS

ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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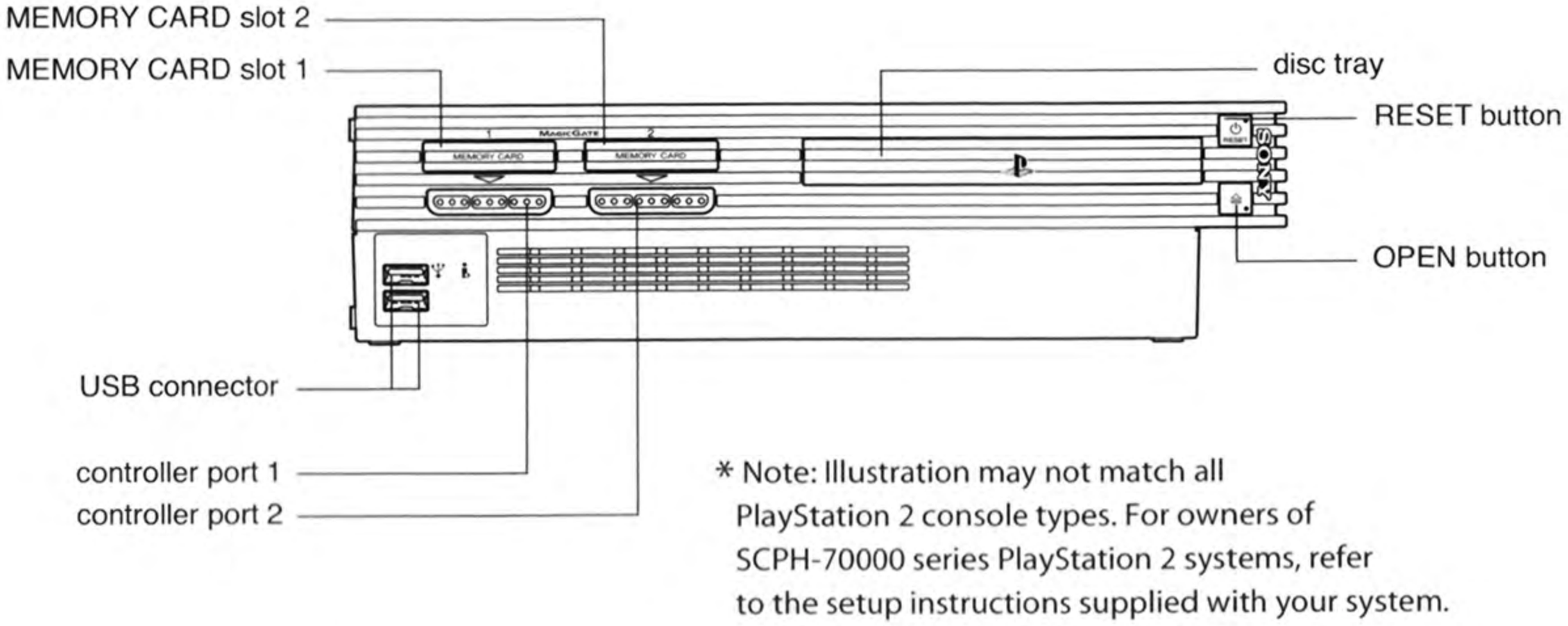
GETTING STARTED



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

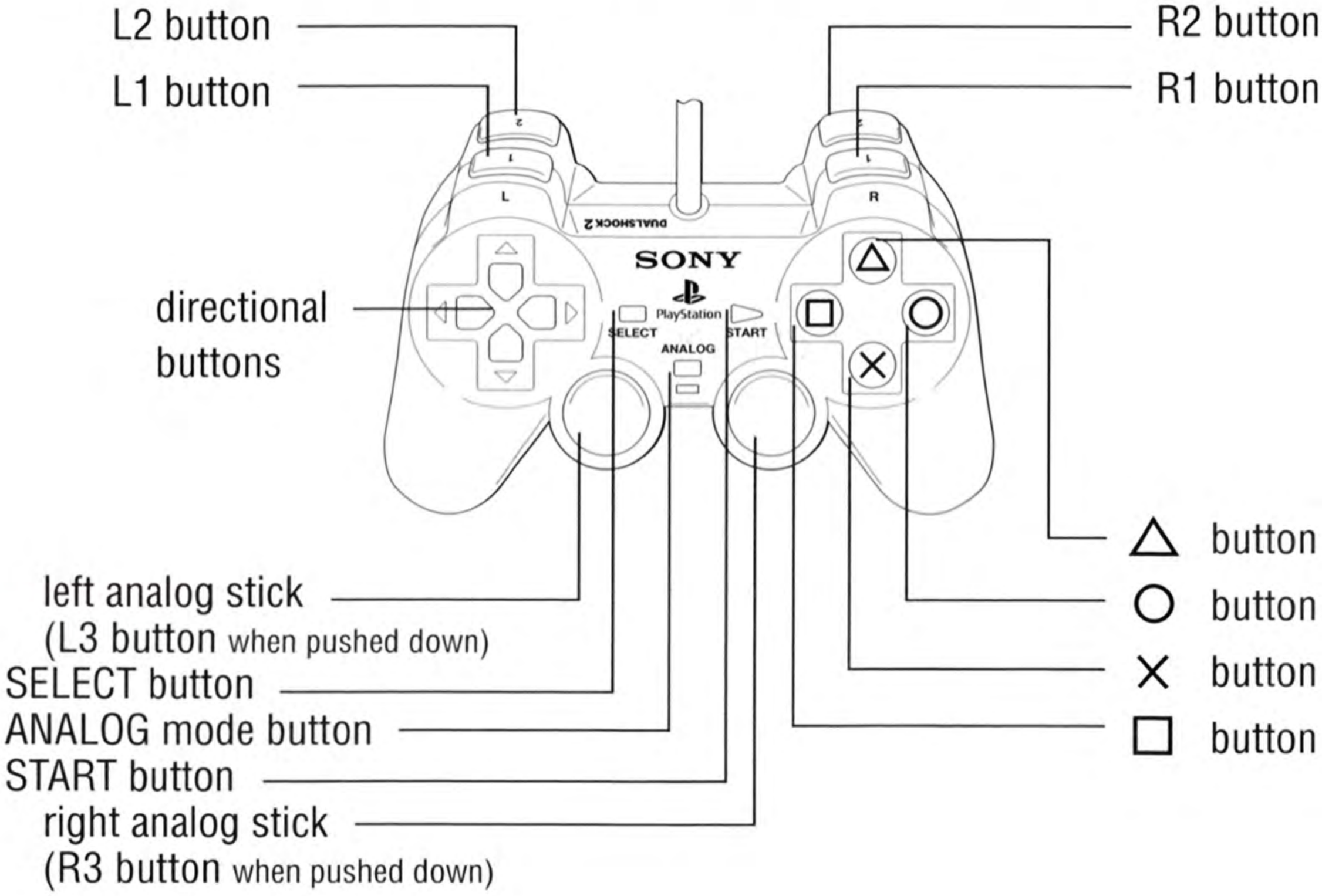
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the TY THE TASMANIAN TIGER™ 3: NIGHT OF THE QUINKAN disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



TY THE TASMANIAN TIGER™ 3: NIGHT OF THE QUINKAN is best played with the DUALSHOCK®2 analog controller. The controller should be connected to controller port 1. With this analog controller, the ANALOG mode button and mode indicator are always set to ON, indicating that the controller is in analog mode.

When vibration is ON, the controller will vibrate in response to game events. You can adjust vibration ON/OFF from the Options Menu.

INTRODUCTION

Everything's been quiet since Boss Cass was put back in jail… a little too quiet. That is, until the Bunyip Elder turns up and tells TY that he needs his help!

Evil Spirits known as Quinkan have infected the sacred land of The Dreaming with their senseless war and only TY has the strength to banish them back into the portal from which they came.

Join TY in TY THE TASMANIAN TIGER™ 3: NIGHT OF THE QUINKAN and reunite with the Bush Rescue Team, to once again save the day.

MAIN MENU OPTIONS

Menu Controls

Use the **directional buttons** or left analog stick control to move the red highlight bar over your selection. When you find your selection, press the ⊗ button.

Main Menu

Press the START button to get to the Main Menu from the Title Screen.

Load Game

Select this option to load a previously saved game.

New Game

Select this option to start a new game.

Mini Games

Select the Mini Games option from the Main Menu, then select Cart Racing or Gunyip Battle to play with up to 2 players.

Options

Select to make adjustments to the sound, screen, controls, or game camera.

Extras
Select to access the game credits, music player, movie player, and developer concept art.

PAUSE MENU

During gameplay, access the Pause Menu by pressing the START button. Navigate to your selection within the pause menu by using the **directional buttons** or the left analog stick.

Callsheet
Select this option to view mission objectives.

Game Totals
Select to view the totals of game items that TY has found, collected and bought.

Options
Select to make adjustments to the sound, screen, controls, or game camera.

Science Facts
Select to view the controls for vehicles like the Shadow Bunyip, Crabmersible, and Gunyip.

'Rang Stones
Select this option to view the different 'Rang Stones TY has collected or purchased, and to customize his 'rangs.

Exit
Select this option to exit the level, restart a race, or return to the Main Menu.

Save Game
Select this option to manually save your game.

Map
Select to view the map for the current level.

CONTROLS

Each configuration shown below is the default controller configuration for TY. If you're not comfortable with the default controls, you can choose a different configuration from the Controls screen on the Options Menu.

TY CONTROLS

Move TY in any direction by rotating the left analog stick

Press ⊗ to Jump
Press ◎ to Bite
Press ▣ to Throw TY's 'rang
Press △ to open the 'Rang Select Menu, rotate the left analog stick to switch 'rangs
Press ⊗ then press ◎ to Dive Bite
Press ⊗ + then hold ⊗ to Jump and Glide
Press ◎ when Swimming on the water's surface
Press and hold ⊗ to Swim when underwater
Tap and then hold ⊗ to Swim faster when underwater

Note: Depending on how hard you press the left analog stick in the direction you want to move, TY will sneak, walk, jog or run.

TY CLOSE 'RANG COMBAT CONTROLS & COMBO MOVES

Press ⊗ to Jump
Press ◎ to Bite
Press ▣ to Swipe at enemies within close range with TY's 'rang

TY COMBO ATTACKS

Press ▣ – Quick Slash
Press ◉ – Slower more powerful Bite attack
Press ▣ ▣ – Quick Right Slash, followed by a Left Slash
Press ▣ ▣ ▣ – Quick Right Slash, followed by a Left Slash, then an Uppercut
Press ◉ ▣ – Bites and then Uppercuts
Press ⊗ ◉+⊗ – Jump up then do a finishing move (after an uppercut)

VEHICLES

SHADOW BUNYIP

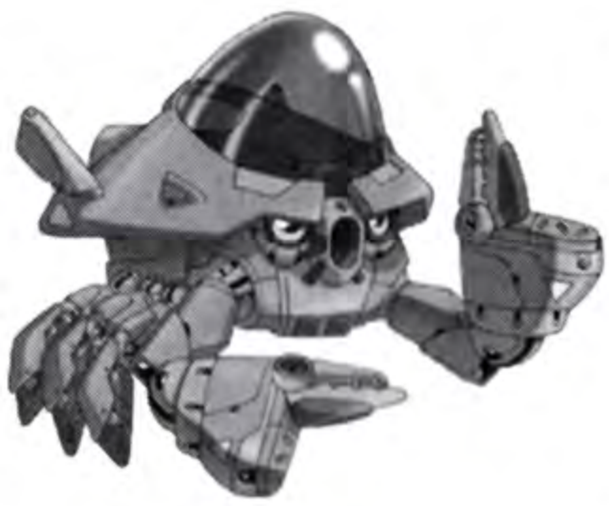
Rotate the left analog stick to Move the Shadow Bunyip in any direction

Press ⊗ to Jump
Press ▣ to Fire Selected Weapon
Press ◉ to Punch
Press △ to Change Weapons
Press ⊗ + then hold ⊗ to Jump and Glide

EXTREME BUNYIP

Rotate the left analog stick to Move the Extreme Bunyip in any direction

Press ▣ when on land to Fire Selected Weapon
Press ◉ to Punch
Press △ to Change Weapons
Press ◉ to Dive when Swimming on the surface of lava
Press ⊗ on land or on the surface of lava to Jump
Press and hold ⊗ under lava to Swim forward
Tap and then hold ⊗ to Swim fast under lava
Press ⊗ + then hold ⊗ to Jump and Glide



CRABMERSIBLE

Rotate the left analog stick to Move the Crabmersible in any direction

Press ⊗ to Jump
Press ▣ to Fire Homing Missiles
Press ○ to use Claw Attack
Press ○ to Dive when on the water's surface
Press △ to hop in/out of the Crabmersible when parked at a parking bay

GUNYIP

Rotate the left analog stick to Steer the Gunyip left or right

Press ▣ to Fire Machine Gun
Hold △ to Boost
Press ⊗ to perform a loop-the-loop
Press ⊗ + ← on left analog stick to perform a left roll
Press ⊗ + → on left analog stick to perform a right roll
Press ⊗ + ↓ on left analog stick to perform a dip
Press ⊗ + ↑ on left analog stick to reverse direction (180 degree turn)
Press ○ to release Bombs

CART RACING

Rotate the left analog stick to Steer the Cart left or right

Hold ⊗ down to Accelerate
Press △ to Brake/Reverse
Press ▣ to Fire Primary Weapon, when you have a powerup
Press ○ to Fire Secondary Weapon, when you have a powerup
Press ↑ or ↓ on the **directional buttons** to change cameras
Hold R2 to Powerslide
Tap R2 to Hop

ADDITIONAL CONTROLS

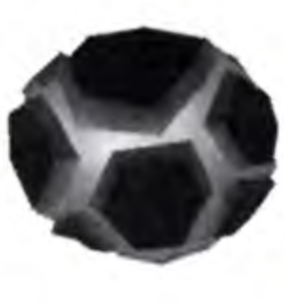
Press △ to perform an Action (when there is an ! mark above TY's head)
Press △ to skip cutscenes
Rotate the **right analog stick** to look around TY
Press and hold L2 to enter TY's View (First Person Mode)
Press and hold R2 to Lock On to enemies
Press **directional buttons** ↑ / ↓ to zoom the camera in/out
Press the **directional buttons** ←/→ to change the mini-map size
Press the START button to open the Pause Menu
Press the SELECT button to go to the Callsheet

'RANGS

Access the **'RANG STONES** menu selection from the Pause Menu or by pushing the ◉ button when the 'Rang Select Menu is open during gameplay. You can select from 7 different 'rang chassis each with different capabilities.

CHASSIS	STONE SLOTS
Mono	1
Duo	2
Lash	3
Mega	4
Smash	5
Ring	6
Doom	4

BUNYIP STONES



Bunyip Stones can be found all throughout the Southern Rivers District and are used to upgrade TY's 'rangs. Some can be bought at stores for a fair price, while others must be found or earned by completing puzzles or missions. There's no limit to how many TY can carry, so collect as many Bunyip Stones as you can!
Each type of Bunyip Stone will upgrade TY's 'rangs with a different ability, and a 'rang's power can be increased by using two or three of the same Stone type at once. However, certain types of Stones cancel out others and should not be used together on the same 'rangs e.g. Fire and Water will cancel each other out.

BUNYIP STONE TYPES

Fire

Fire Stones are quite a common Bunyip Stone, and bestow the elemental power of Fire to any 'rang they're added to. Multiple fire stones will make TY's 'rangs burn hotter than lava!

Water

Water Stones add the cooling power of water, allowing any 'rang they're on to form ice crystals in its wake. These Stones are also quite common, and the more in a 'rang, the cooler they get!

Air

The Air Stones add a bit of zap to your 'rangs. Brimming with electrical energy, they're sure to charge up anything they hit.

Earth

Earth Stones are full of destructive power – use a couple of these in a 'rang, and it'll really go off with a bang... a 100 megaton bang!

Chrono

Those Quinkan moving too quick? Always getting attacked? Just add a Chrono Stone to your 'rang, hit your enemies, and watch them slow to a crawl!

Warp

This technological Stone lets TY teleport between special Warp crystals, and higher levels are rumored to bend light itself!

Ultra

These Stones let TY see the unseen, and help him to find that which is hidden.

Mega

These Stones are bouncing with energy – literally! Equip them and watch your 'rangs bounce from enemy to enemy.

Zoom

Adding these Stones will let TY throw any 'rang further, and will also provide a sniper zoom mode when he's in TY's View (First Person Mode).

Multi

These Stones make TY's 'rangs move much, much faster than normal, which means that TY can throw more of 'em!

Magnet

This technological Stone adds some extra grab to your 'rangs. Just equip one or more, and watch collectibles flock to you as you throw your 'rangs at them!

SHOPS

There are several shops scattered around Southern Rivers, where TY can use his opals to purchase new 'rangs, buy Bunyip Stone upgrades for the 'rangs he has, and buy weapons for the Shadow and Extreme Bunyips. Generally, shops are found within towns, but there may be a few more scattered around the place selling specialty goods…

Use the left analog stick to highlight an item you want to purchase
Press ⊗ to purchase the highlighted item
Press ○ to view information on the item you want to purchase
Press △ to exit the shop

COLLECTIBLES

There are many collectibles scattered throughout Southern Rivers for TY to uncover, and many of them will be vital to the success of TY's quest, so keep your eyes peeled!

Game Total Percentage

Some collectibles (Gooboo Berries, Bilbies, Kromium Orbs, Steves and Picture Frames) add to the total percentage on the Game Totals screen of the Pause Menu. Bunyip Weapon Upgrades, 'rang chassis you buy and Missions you complete will also add to the game total percentage. Once you reach 100%, something special will happen at the very end of the game…

Opals

Opals are found all over Southern Rivers and in the Dreaming. You can find opals along the path to mission areas, spilling from defeated enemies and inside the many crates placed around the world. You will need plenty of them to buy items from shops, but they do not count towards your total percentage.

Opal Bags

Opal bags generally contain a substantial amount of opals, ranging from ten, up to the high thousands. Opal bags tend to be hidden from sight and placed in out of the way places as a reward for exploring the world or completing certain missions. They do not count towards your total percentage.

Crates

Crates are found everywhere throughout Southern Rivers. TY can break open crates with his boomerangs or his bite attack. Crates will usually contain opals but some will conceal prized Picture Frames.

Invisi-Crates

Invisi-Crates are well hidden and very difficult to see with the naked eye. However, once TY equips a 'rang with an Ultra Stone, he can see Invisi-Crates plain as day. Invisi-Crates are more likely to contain Picture Frames than normal crates. It's rumored that there are Invisi-Buttons hiding around the place as well...

Smash Crates

These crates are as tough as nails but luckily, TY's Earth Stones are even tougher! These crates can contain all sorts of collectibles from opals to picture frames.

Gooboo Steve

Gooboo Steve is on the run from the Quinkan, and can be found in hiding spots all over the place. If you listen to what he has to say and heed his words of wisdom, he might lend you some opals and a Bunyip Stone to boot. Gooboo Steve has 6 secret hiding spots and finding each one will count towards your total percentage.

Gooboo Berries

Gooboo Steve has hidden his Gooboo Berries all over Southern Rivers, in tricky to reach places. You'll have to use your wits to find them, and all of TY's skills to nab them. There are 10 in total, and each Berry counts towards your total percentage.

Bilbies

The Bilbies have found themselves in a spot of bother once again. TY must rescue Bilbies hanging from high places like cliffs and trees, or stuck in tangled spider webs. Upon rescuing a Bilby you will receive an opal reward. There are 40 highly endangered Bilbies in Southern Rivers, and saving each one counts towards your total percentage.

Picture Frames

Each Picture Frame you collect will unlock a drawing in the Concept Art gallery available through the Extras Menu. Picture Frames are generally found in Invisi-Crates, but can also be found on the ground or in regular crates. There are 120 to track down, and each one counts towards your total percentage.

Kromium Orbs

Kromium Orbs are metallic rings that can be found in hard to reach places or at the end of crafty puzzles. They will give you an opal bonus reward, and each one counts towards your total percentage. There are 30 of them scattered throughout Southern Rivers for you to hunt down and collect.

Picnic Baskets

Picnic Baskets are there to give TY a leg-up when he's down. They will either contain health paws, which will restore one piece of TY's health, or a TY health head for full health. Picnic Baskets have to be broken open with TY's boomerang or bite attack. They do not count towards your total percentage.

Bunyip Stones

The Bunyip Stones are what TY uses to enhance the power of his 'rangs. There are many different types and they are often awarded to TY for completing missions and puzzles. They do not count towards your total percentage.

ENEMIES

PROTOQUIN

A smallish Quinkan, mere cannon fodder to protect the Quinking. The Protoquin has powerful arms and a wicked lashing tongue.

ELECTROQUIN

The Electroquin adds significant fire power to the Quinkan Arsenal. Its powerful ranged energy-ball attack can decimate opposing forces from a distance. Electroquin also have a diving head butt and powerful arms to use in close combat.

PYROQUIN

The Pyroquin is a devious Quinkan. It has strong melee attacks, and a tongue attack even more powerful than the Protoquin's!

LAVAQUIN

The Lavaquin is a Quinkan that feels at home in very hot environments, and some have even adapted to survive under lava!

UBERQUIN

The Uberquin are the elite warrior caste of the Quinkan. Their huge frames boast crystalline spines down their backs and massive, diamond sharp claws.

SHIELDQUIN

The Shieldquin is a big defensive player in the Quinkan Armada. It patrols the front lines to protect the more elite Quinkan ranks.

QUINCRAB

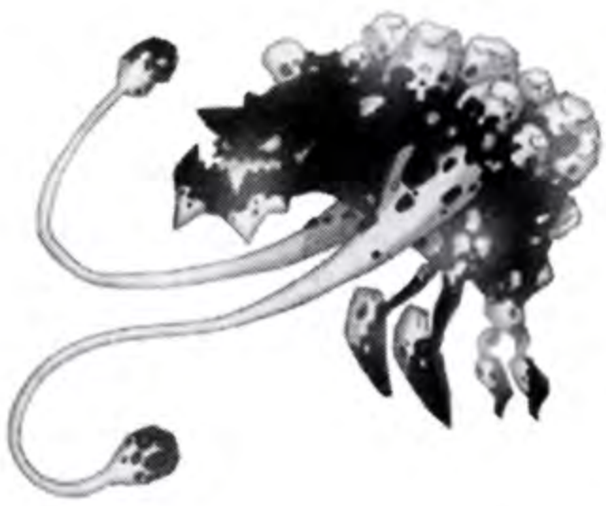
Quinkan treachery has managed to assimilate sea life. The Quincrab is a solid enemy that TY should be wary of.

SKYQUIN

The Skyquin is a large flying Quinkan vehicle hell bent on eliminating Bush Rescue's fleet of Gunyips, and causing general mayhem amongst the inhabitants of Southern Rivers.

WINGQUIN

The Wingquin is another link in the chain of Quinkan evolution. This aerodynamic species is capable of death-defying stunts at high altitudes. The Wingquin is one of the chief threats faced by Gunyips.



MAGMAQUIN

The Magmaquin is a powerful floating behemoth that serves as a commander of the Quinkan army. Its deadly molten tentacles, lava aegis and magma boulder attacks make it a formidable opponent, and its tough rock exterior can only be cracked by the Shadow Bunyip or a Bunyip Laser Turret. The Magmaquin will often summon Lavaquin to aid it in battles.

Magmaquin Attack Patterns

Molten Tentacles
These are stretchy agile tentacles used to whip TY if he gets too close.

Magma Boulder
The Magmaquin can hurl flaming hot boulders of magma at TY. Stay out of their way!

Call Lavaquin
If the Magmaquin is under threat, it can call its Lavaquin offspring to aid it in battle.

ZOMBIE FRILL
Frills aren't too smart at the best of times, and now a lot of them have been brainwashed to serve the Quinkan. Watch out for them though, as they're not the Frills TY used to know!

DROP BEAR
Drop Bears are roughly 1.5 times the size of regular Koalas. They live in the trees and will only drop down when TY walks underneath.

UBERFRILL
Created through the addition of the warm-bloodedness of a mammal to a normal frill, renegade UberFrills still lurk throughout the outback of Sourthern Rivers.

SHARK
These White Pointers are common throughout the waters off the coast of Southern Rivers, but can be driven off by a quick blow to the nose!

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We hope you enjoyed playing TY the Tasmanian Tiger™ 3: Night of the Quinkan

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...as well as the partners and families that put up with us not being there while we were working on the game.

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In memory of Adam Lancman.

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